Flying Circus

Aircraft Catalogue
Horror of the Heights

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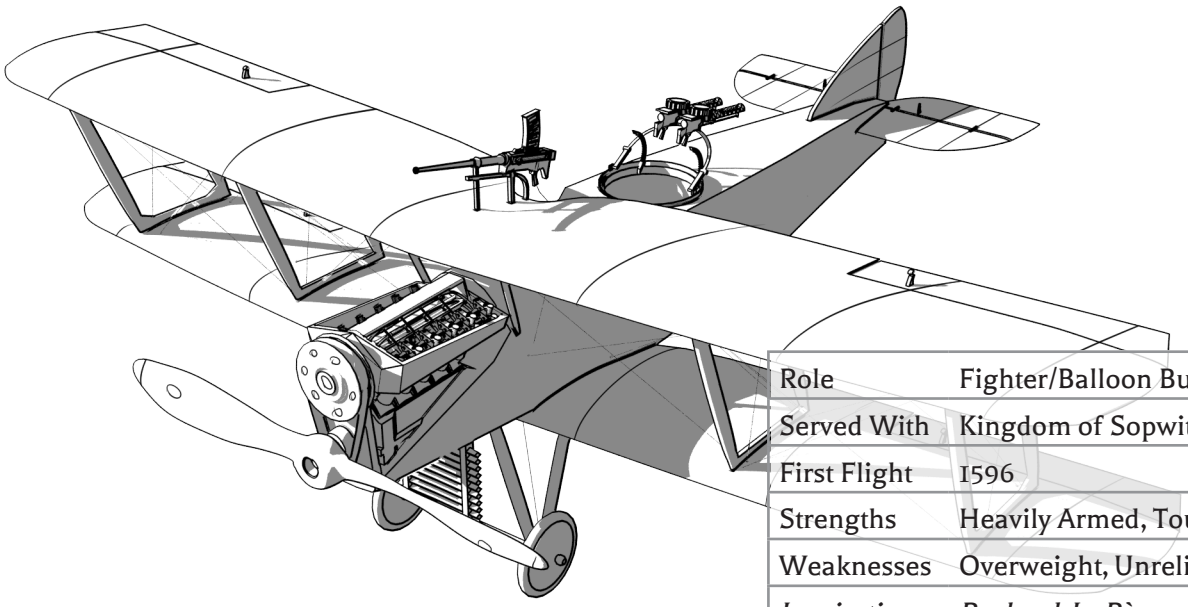


Role	Fighter/Balloon Buster
Served With	Kingdom of Sopwith
First Flight	1596
Strengths	Heavily Armed, Tough
Weaknesses	Overweight, Unreliable
Inspiration	*Packard-Le Père LUSAC-11 (1918)*

Markgraf Totengräber A

34þ New, 17þ Used
3þ Upkeep

"The Leviathan Killer"

	Boost	Handling	Climb	Stall	Speed
Full Fuel	3	87	3	8	18
Half Fuel	3	88	3	7	18
Empty	-	89	-	6	0

Vital parts

Engine, Radiator, Oil Cooler, MG, LMGs, LRC, Controls, Fuel, Gear Pilot, Observer

Dropoff 10, Reliability 0, Overspeed 28, Ideal Alt. 0-69, Fuel 11

Visibility 0/0, Stability +2, Energy Loss 8, Turn Bleed 2

Toughness 10, Max Strain 34, Escape +2/+2, Crash -1, Stress 1/1

Forward Accessible MG ✠, Forward Accessible Wing LRC
x2 Turret Rear/Up/Left/Right Accessible LMG, Low Radiator

The Kingdom of Sopwith did not have the sheer industrial, demographic, or economic capacity of the major powers of the Great War, a fact they were keenly aware of. Among the biggest fears were the fleets of air destroyers and, worse, flying Leviathans which were beginning to see use.

Unable to nearly match the production of these machines, thought instead turned to building cheaper solutions to neutralize them instead. Armed with an upward-firing 20mm cannon and with a turbocharged engine, this heavily modified Zerstörer could ascend to any height to attack incoming airships with heavy firepower.

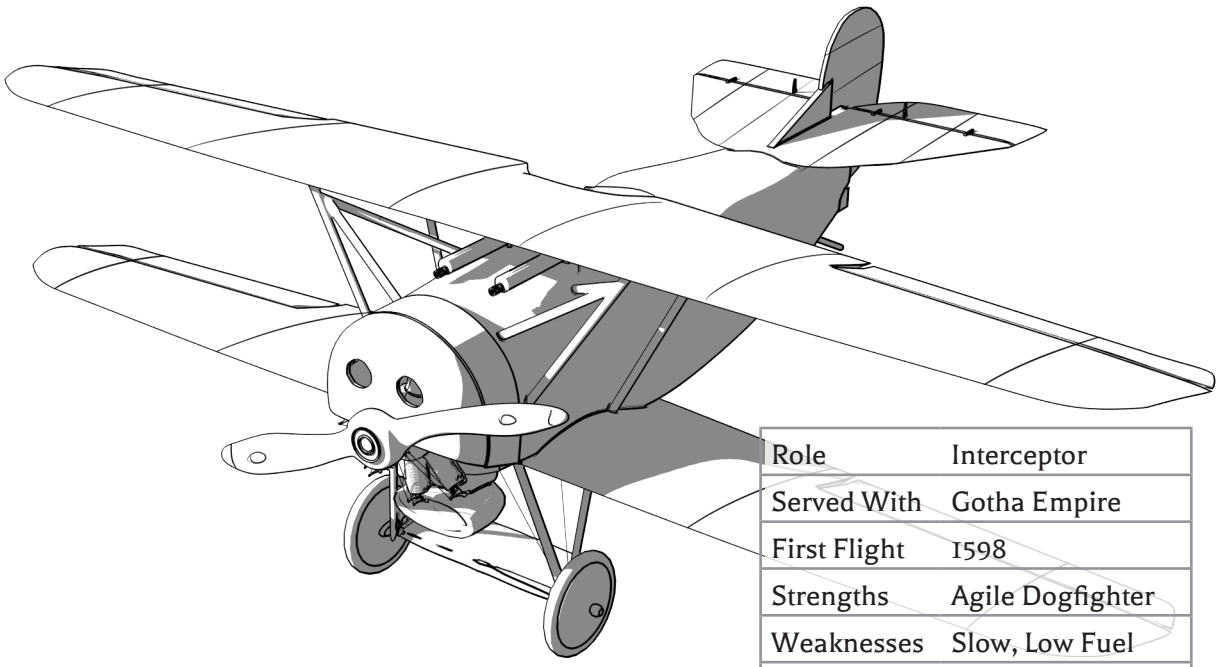
The Totengräber was designed to be used in huge flights to swarm incoming attackers, and they worked well enough to spare some Sopwith cities. Their duty done, the ungainly machines are now being sold off to pay off war debt.

Common Variations

- Mark B: Remove fixed MG. Add second LRC.
- Mark C: Replace LRC with HC.
- Mark E: Replace all with Recoilless Rifle turret.

It was common to replace the observer's LMG with a single LRC as well.

Aircraft Factory Link



Role	Interceptor
Served With	Gotha Empire
First Flight	1598
Strengths	Agile Dogfighter
Weaknesses	Slow, Low Fuel
Inspiration	*Fokker DR.I (1917)*

Kreuzer Spinnmilbe

41þ New, 20þ Used

"Lurking in the Sun"

1þ Upkeep

	Boost	Handling	Climb	Stall	Speed
Full Fuel	2	103	5	6	15
Half Fuel	2	103	5	5	15
Empty	-	104	-	5	0

Vital parts

Engine, Oil Tank, Guns, Controls, Fuel, Landing Gear
Pilot

Dropoff 12, Reliability -3, Overspeed 20, Ideal Alt. 20-49, Fuel 6
Visibility -1, Stability -8, Energy Loss 5, Turn Bleed 1
Toughness 19, Max Strain 37, Escape +2, Crash -1, Stress 3
x2 Fixed Forward Accessible MGs, Rotary Engine (+1 to Dogfight when turning Right)

Developed in parallel with the Skorpion, the Kreuzer Spinnmilbe was designed around the Schreiber TG.IX supercharged high-altitude rotary engine. When Schreiber's factories in Macchi were seized at the end of the war, the owners were quick to turn around and offer their stock to the victors in hope of keeping their wealth.

The gambit paid off and resulted in one of Gotha's best late-war fighters. Though still too slow, the Spinnmilbe was uniquely agile for a plane capable of reaching such dizzying altitudes. This allowed it to loiter high above faster planes which could otherwise outrun or outclimb it.

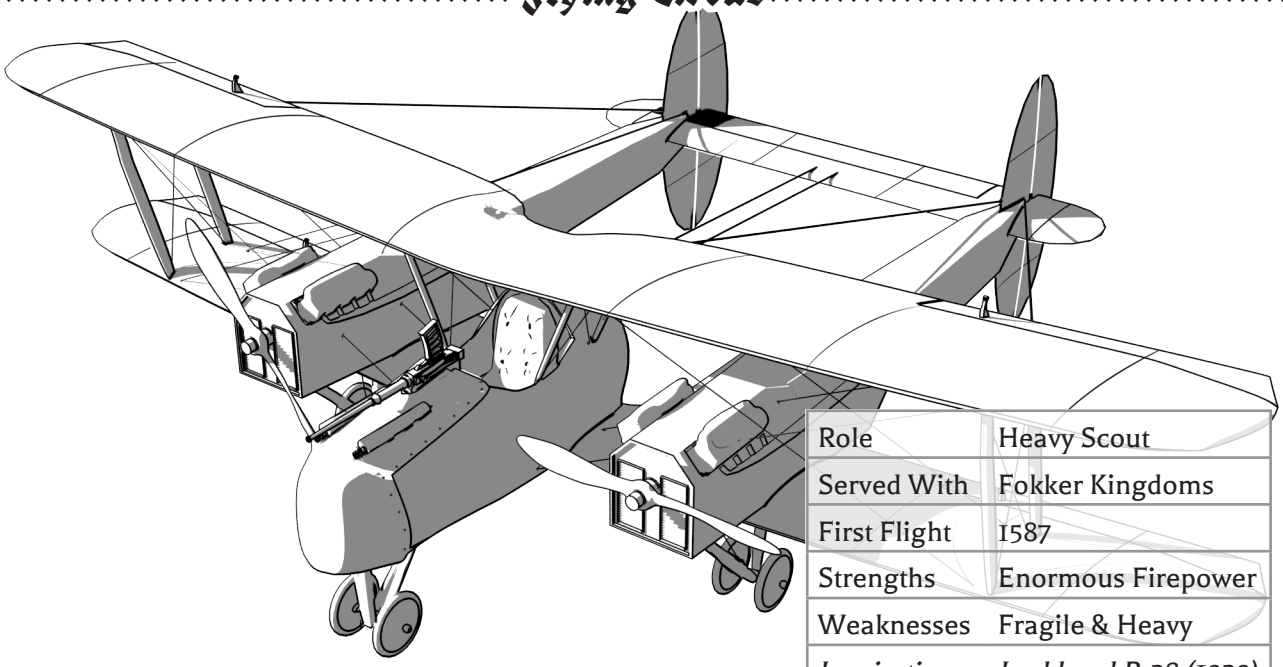
The Spinnmilbe was actually adopted in large numbers, but there are few survivors. Most of them were used to destruction in the desperate defence of Gotha's urban centres. This makes it much less well known than either of its cousins.

Those few machine that remain

Common Variations

- Added Guns: Add Forward Wing Gast LMG
- Messenger: Remove guns, High Speed prop

Aircraft Factory Link



Role	Heavy Scout
Served With	Fokker Kingdoms
First Flight	1587
Strengths	Enormous Firepower
Weaknesses	Fragile & Heavy
Inspiration	*Lockheed P-38 (1939)*

KW-DH "Dickhäuter"

38þ New, 19þ Used

"The Great Experiment"

3þ Upkeep

	Boost	Handling	Climb	Stall	Speed
Full Load	2	87	2	10	17
½, Bombs	2	89	2	8	17
Full Fuel	3	89	2	8	18
Half Fuel	3	90	2	7	18
Empty	-	91	-	7	0

Vital parts

Engine, Oil Tank, Guns, Cannon, Controls, Fuel, Landing Gear, Electrics

Pilot

Dropoff 10, Reliability 0/0, Overspeed 25, Ideal Alt. 10-59, Fuel 8
Visibility -1, Stability -1, Energy Loss 8, Turn Bleed 2
Toughness 9, Max Strain 21, Escape +2, Crash -1, Stress 2
x2 Fixed Forward Accessible MGs, Fixed Forward Accessible LRC, Oxygen Mask Oxygen Mask, 8 Mass Bombs

The conventional wisdom regarding scouts is that they are best light and agile, with the vital characteristics of any dogfighter being its roll rate and rate of sustained turn. The KW-DH rejects this wisdom in favour of a radical experiment.

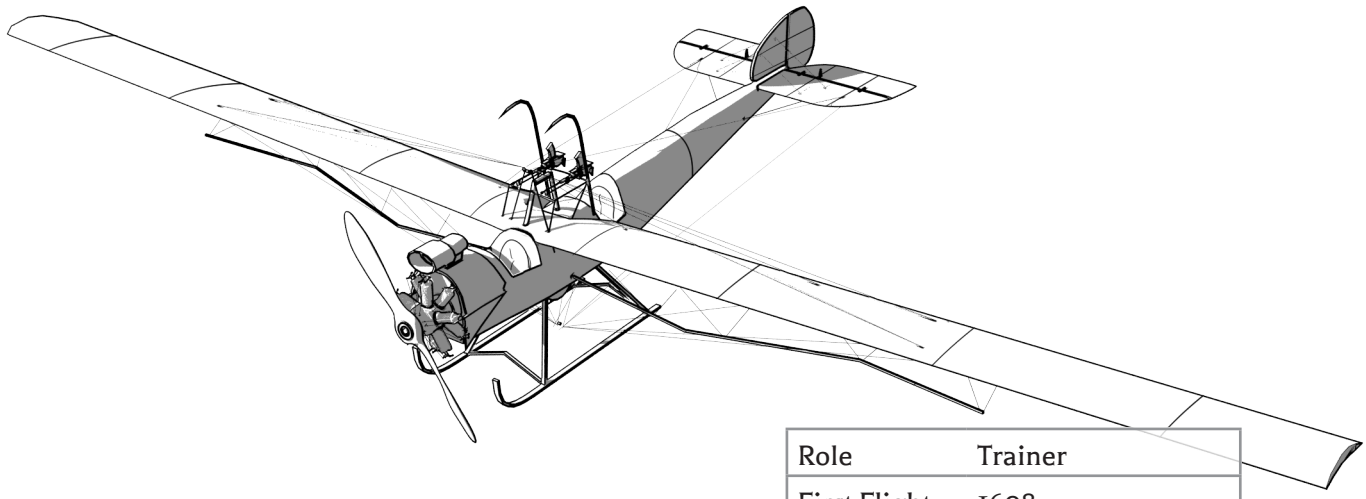
The KW-DH was designed in response to early encounters with the 'flying gunline' tactics used by the Kingdom of Sopwith. The theory was to build an aircraft whose forward firepower would break up these formations, making them easy prey for lighter KW-AN, but as development continued the designers became convinced it would be able to replace single-engine scouts in any role.

A number of Dickhäuters were adopted on a trial basis and employed in a variety of roles during the fighting in Macchi. KW-AN pilots already used to fighting in the vertical lamented its fragility, low energy retention, and lack of propeller gearing, but its nose-mounted cannon made it a popular choice for bomber and observer hunting.

Common Variations

- Sky-Train Hunter: Replace all guns with a Repeating Heavy Cannon.
- Light Fighter: Replace LRC with x2 MGs.
- Scout: Replace LRC with camera & microtank.

Aircraft Factory Link



Role	Trainer
First Flight	1608
Strengths	Extreme Altitude
Weaknesses	Not a Warplane

Mushshak Trainer

18þ New, 9þ Used

1þ Upkeep

"Everyone Starts Somewhere"

	Boost	Handling	Climb	Stall	Speed
Full Fuel	3	86	5	5	17
Half Fuel	3	86	5	4	17
Empty	-	87	-	4	0

Vital parts

Engine, Oil Tank, Guns, Controls, Fuel Pilot, Copilot

Dropoff 10, Reliability -3, Overspeed 22, Ideal Alt. 40-89, Fuel 15

Visibility 0/0, Stability -2, Energy Loss 5, Turn Bleed 1

Toughness 6, Max Strain 23, Escape +2/+2, Crash 0, Stress 0/0

x2 Forward Accessible Wing Pneumatic MGs, Landing Skid, Zeppelin Hook
Rotary Engine (+1 to Dogfight when turning Right), Wing Warping (+1 to Dogfght when <15 Speed)

Training for Skyborn pilots begins at a very young age, as there is a general expectation that most members of the crew should be able to fly by the time they hit adulthood. For many larger ships, a dedicated trainer is well worth the investment.

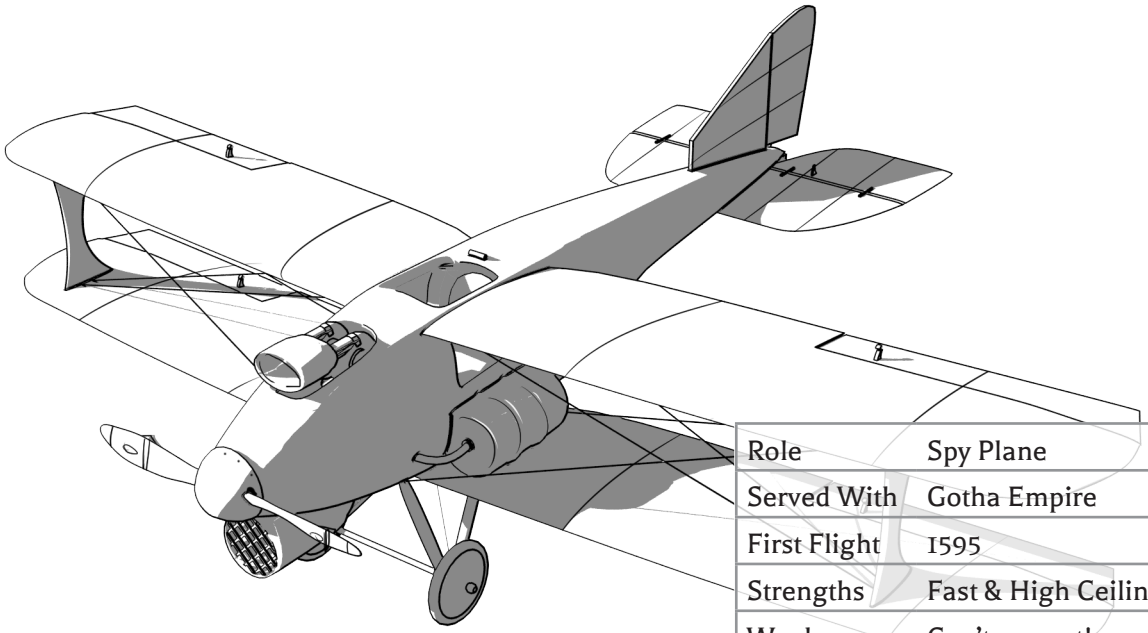
The Mushshak differs from many other standard Skyborn designs in method of construction, being made more conventionally of canvas over a wooden frame. This weight-saving measure was adopted not for performance reasons, but to make disassembling the machine easier. When not in use, they are usually taken apart, with the engine, a bizarre diesel rotary, is used for utility purposes.

The Mushshak is armed, not because it is intended for combat, but as defence against high altitude creatures. It was not designed with the expectation of ever touching the ground, or even descending below cloud level, but if you need to fly at very high altitudes on the cheap it's a good option.

Common Variations

- Night Raider: Delete copilot seat & frame slot, add 6 mass bombs.
- Glider: Remove engine and frame slot.

Aircraft Factory Link



Role	Spy Plane
Served With	Gotha Empire
First Flight	1595
Strengths	Fast & High Ceiling
Weaknesses	Can't see out!
Inspiration	*Roland C.2 (1915)*

Sonnenjäger Hummel

45þ New, 22þ Used

"Spy Above the Clouds"

2þ Upkeep

	Boost	Handling	Climb	Stall	Speed
Full Fuel	5	99	7	4	19
Half Fuel	6	99	8	3	19
Empty	-	100	-	3	-

Vital parts

Engine, Radiator, Oil Cooler, Gun, Electrics, Gear, Controls, Fuel Pilot

Dropoff 7, Reliability 0, Overspeed 34, Altitude 50-79, Fuel 8
Visibility -4, Stability 0, Energy Loss 4, Turn Bleed 1
Toughness 7, Max Strain 37, Escape -1, Crash -1, Stress 0
Fixed Forward Accessible MG, Deflector Wedges (Take 1 Wear on a 5 or less on the first Crit dice) Oxygen Mask, Recon Camera, Low Radiator

As the Sonnenjäger Walfisch, Gotha's previous observer, became obsolete, a new camera-carrying plane was required. Avoidance of enemy aircraft was still the core principle of Sonnenjäger's design team, and realizing they could no longer compete with fighters on speed, they went for altitude.

The Hummel was an expensive aircraft, but its supercharged diesel engine, clever I-struts, and ultra-light construction let its climb and accelerate very quickly. Eventually enemy aircraft managed to match the altitude of the Hummel, but the war ended before Sonnenjäger had a chance to explore a new way to avoid enemy aircraft.

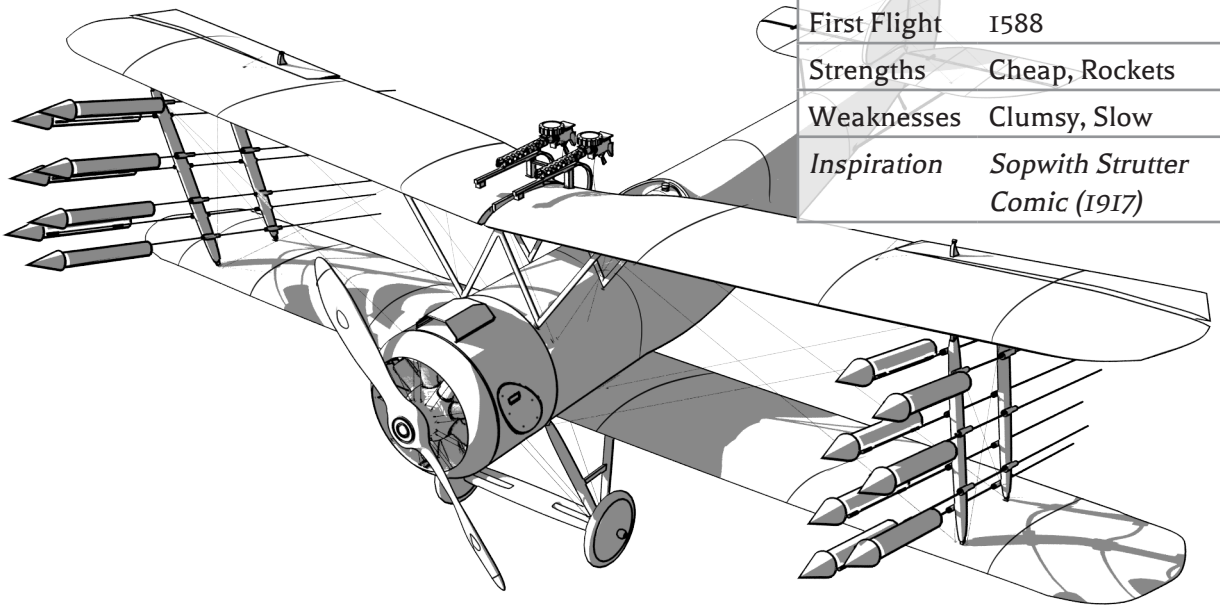
The Hummel was, in a sense, too effective, as only few were ordered, and the program overall never turned a profit. The Hummels use today is rather limited. Most pilots intending to fight at high altitude prefer dedicated fighters, but it has seen a recent resurgence as a message courier, especially among the skyborn.

Common Variations

- Post Carrier: Camera removed, replaced with small cargo space.
- Spy Escort: Camera removed, Interrupter Gear and +1 MG added.

Aircraft Factory Link

Role	Night Interceptor
Served With	UFW
First Flight	1588
Strengths	Cheap, Rockets
Weaknesses	Clumsy, Slow
Inspiration	*Sopwith Strutter Comic (1917)*



Ritter ABh "Eule"

19þ New, 9þ Used

"The Night Owl"

1þ Upkeep

	Boost	Handling	Climb	Stall	Speed
Full Load	2	92	2	6	15
½, Bombs	2	93	3	5	15
Full Fuel	2	94	3	5	16
Half Fuel	2	94	3	4	16
Empty	-	95	-	4	0

Vital parts

Engine, Oil Tank, Guns, Controls, Fuel, Landing Gear

Pilot

Dropoff 6, Reliability 0, Overspeed 19, Ideal Alt. 30-59, Fuel 7
Visibility -1, Stability +2, Energy Loss 4, Turn Bleed 1
Toughness 7, Max Strain 21, Escape +2, Crash -1, Stress 2
x2 Flex Forward/Up Accessible LMGs, 7 Rocket Mass Rotary Engine (+1 to Dogfight when turning Right)

With the loss of their airship yards, the UWF could not longer counter Gotha's fleet of bombers and airships. Flying bombing raids and attacks mostly at night, these attacked were difficult for regular fighters, even the new Ritter Model F.

The Model AB Eule was a stopgap measure in anticipation of a dedicated night fighter. An obsolete Model A Schwalbe with original pilot seat deleted, the pilot sat in the gunner seat, giving him access to the two overwing light machine-guns. As the upper wing obscured the weapon's muzzle flash, the pilot's night vision would be preserved, meaning it could more safely attack bombers.

The ABh variation's added supercharger gave it more power and allowed it to operate at higher altitudes. The addition of rockets made it a threat even to air destroyers.

The Model AB was very popular with deserters in the early post-war period due to their adaptations for night raiding, and then it became the pirate's aircraft of choice for much the same reason. Workshops out east are still converting surplus Model As to new ABh Eules.

Common Variations

- Stock ABh: Remove superchargers and rockets.

Aircraft Factory Link